



Wizard 1

CLASS & LEVEL

Wood Elf

RACE/ANCESTRY/HERITAGE

STR
-1
8**+2** PROFICIENCY
BONUS

SAVING THROWS

- 1 Strength Saves
 - +2 Dexterity Saves
 - +2 Constitution Saves
 - +4 Intelligence Saves *
 - +3 Wisdom Saves *
 - +0 Charisma Saves
- * Prof. bonus added

CON
+2
14INT
+2
15WIS
+1
13CHA
+0
10ARMOR
CLASS
(AC) INITIATIVE
12 **+2** **35 ft.**

Armor Worn: none

HIT POINTS HIT DICE
8 **1d6**

DEATH SAVES: Success O O O Fail O O O

WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

Dagger, Melee or Ranged Weapon Attack:
+4 to hit, reach 5 ft. 1d4+2 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

Dagger (offhand as bonus action). As above but only 1d4 piercing damage.

Light Crossbow, Ranged Weapon Attack: +4 to hit. **Hit:** 1d8+2 piercing damage. (Normal range to 80 ft.; disadvantage long range 81 to 320 ft. Must be used two-handed, reloading limits to only one attack per round regardless of extra attacks.)

MAGIC, FEATS & SPECIAL ATTACKS

Ray Of Frost Cantrip. *Ranged Spell Attack:* +4 to hit, targets one creature or object within 60 ft. range. **Hit:** 1d8 cold damage and target's speed reduced by 10 feet for one round.

Sage
BACKGROUND

Sage Background [PHB p. 137]

- **Feature:** Researcher
- **Traits:** Apprenticed under infamous mage. Bratty manner.
- **Ideal:** Just in it for the fame.
- **Bond:** Promotes education for all.
- **Flaw:** Uses unverified sources.

PROFICIENCIES & LANGUAGE

Armor: none
Weapons: dagger, dart, light crossbow, longbow, longsword, quarterstaff, shortbow, shortsword, sling
Tools: none
Saving Throws: Intelligence, Wisdom
Skills: Arcana, Athletics, History, Insight, Investigation, Medicine, Perception
Languages: Common, Elvish, Goblin, Draconic

RACE

Wood Elf Traits [PHB p. 23]

- Creature Type: Humanoid (Fey lineage)
- Age: 188 years old
- Medium Size (5' 4", 160 lbs.)
- Darkvision (60 feet)
- Elf Weapon Training (swords, bows)
- Fey Ancestry (vs. charm, no sleep)
- Keen Senses (Perception)
- Mask of the Wild (hide outdoors)
- Trance (4 hrs. as 8 hrs. sleep)

CLASS

Wizard Class Features [PHB p. 112]

- Ritual Casting
- Arcane Recovery (regain 1 spell slot after short rest once per day)

SPELLS

Spellcasting [PHB p. 201]

Spell Attack Modifier +4
Spell Save DC 12

Cantrips Known: *Blade Ward, Prestidigitation, Ray of Frost*

Prepared Spells

1st Level (2 slots): *Mage Armor, Magic Missile, Detect Magic*

EQUIPMENT & TREASURE

Carried Gear [PHB, p. 143]: two (2) daggers, light crossbow and 20 bolts, belt pouch, set of common clothes, bottle of black ink, quill, small knife, personal papers. (This load is about 10 lbs.; add 1 lb. per 50 coins carried.)

Coins & Gems: 12 gold pieces (gp); 18 silver pieces (sp); 70 copper pieces (cp); 4 gems (worth 10 gp each)